BANSHRAE

Malignant and Musical Fey

Habitat: Planer (Feywild), Forest, Mountain; **Treasure:** Relics

Banshrae are lithe fey creatures with large, soulful eyes, pallid skin, and otherwise entirely featureless faces. They dress in dark greens and autumnal hues, always carrying their signature magic flute with them. They are quite cruel and often violent towards other creatures, holding no respect for anyone aside from other banshrae and fey creatures who are more powerful than them.

They frequently serve as messengers, spies, and assassins for powerful fey creatures of the unseelie court. As extremely fast and mobile experts in the art of trickery, they frequently get assigned tasks that bring them between the Feywild and the Material plane. While outside of the Feywild they relish the opportunity to play cruel games with any mortals unfortunate enough to cross their path. They have a

particular obsession with trinkets and baubles that shine in the light, often going out of their way to steal such things from those they encounter. The surest way to exit an encounter with a banshrae without violence is to simply offer them some valuable bit of jewellery or other trinkets, especially those inlaid with gemstones.

The banshrae were once joyful creatures. They would sing, dance, and play their music for all creatures of the Feywild and Material Plane alike. Their musical skill was, and still is, legendary. Their path to the more sinister side of the fey only began after their entire species was cursed by a powerful archfey who had been horribly wronged by the king of all banshrae, an entity whose name and deeds have been lost to time. While it is unclear precisely what he did to draw the ire of such a powerful being, the banshrae were stripped of their ability to speak, sing, and play their wind instruments which they were so famous for. This led the banshrae to form a deal with yet another powerful archfey of the unseelie court, who would agree to give the banshrae the ability to play their music, though only if the creatures would pledge fealty and service to the unseelie court. The desperate fey creatures agreed, and ever since, their once joyous music has been twisted with a sinister bend. At best, a banshrae may be a callous prankster, and at worst, a cold blooded killer.

BANSHRAE MOTIVES

1d6	The Banshrae Wants...
1	To deliver a message from one archfey to another.
2	To play a little prank or two, though what it considers a prank may be a bit much for your average mortal.
3	To discover a new magical song.
4	To get vengeance on a mortal who wronged them.
5	To recover a stolen object, taken by a rival fey creature.
6	To find a way to get its mouth, and therefore its voice, back.

Banshrae

Medium Fey, Chaotic Evil

AC 16 **Initiative** +6 (16)
Hit Points 120 (16d8 + 48)
Speed 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE

Str 16	+3	+3	**Dex** 22	+6	+6	**Con** 17	+3	+3
Int 14	+2	+2	**Wis** 15	+2	+5	**Cha** 20	+5	+8

Skills Deception +8, Nature +5, Perception +5, Performance +11, Stealth +9
Senses Darkvision 60 ft., Passive Perception 15
Languages Understands Common and Sylvan but cannot speak
Challenge 7 (XP 2,900; PB +3)

Actions

Multiattack. The banshrae uses its Bestow Curse, if available, and attacks twice with its Blowgun Flute or Stunning Claw.

Stunning Claw. *Melee Attack Roll:* +9 to hit, reach 5 ft. *Hit:* 15 (2d8 + 6) Slashing damage. *Constitution Saving Throw:* DC 14. *Failure:* The target is Stunned until the start of the banshrae's next turn. *Success:* The target's speed is reduced by half until the start of the banshrae's next turn.

Blowgun Flute. *Ranged Attack Roll:* +9 to hit, range 25/100 ft. *Hit:* 8 (1d4 + 6) Piercing damage plus 14 (4d6) Poison damage.

Flurry of Darts (Recharge 5-6). *Dexterity Saving Throw:* DC 17, all creatures within a 30-foot Cone. *Failure:* 21 (6d6) Piercing damage. *Success:* Half damage.

Bestow Curse (1/Day). *Wisdom Saving Throw:* DC 16, one creature within 30-feet of the banshrae who can hear. *Failure*: The target has Disadvantage on attacks made against the banshrae, and any time the banshrae would deal damage to the target, the target takes 4 (1d8) Necrotic damage. This curse lasts until the next day at dawn.

Bonus Actions

Summon Instrument. The banshrae summons its magical flute into one of its hands that is not currently holding another object.

Sylvan Melody. *Wisdom Saving Throw:* DC 17, all creatures who can hear within a 60-foot emanation. *Failure:* The banshrae chooses one of the following effects to be applied to all targets until the start of the banshrae's next turn;

> *Dread Dirge:* Targets are Frightened of the banshrae.
>
> *Gibbering Sing-Along:* Targets sing along to the music with nonsensical, made up, lyrics, potentially giving away their position if hidden and cannot communicate with normal speech or cast spells that have verbal components.
>
> *Traveler's Tune*: Targets must move at least 20 feet on their turn if physically able.

Reactions

Protective Locusts (1/Day). *Trigger*: The banshrae takes damage from a target within 5 feet of it. *Response*: *Constitution Saving Throw:* DC 17, the creature who dealt damage to the banshrae. *Failure:* The target takes 5 (2d4) Poison damage and the target is Poisoned for 1 minute. *Success:* Half damage. *Success or Failure:* A *Swarm of Insects* (Monster Manual pg. 370) emerges from the target's body and immediately rolls initiative, fighting to defend the banshrae.

Created by: ***JOSIAH "DUNGEON DAD" AMBROSE***

Art by: ***TAM***

Editing: ***Faye Morel***

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